

<h3>Algebra and functions</h3> <ul style="list-style-type: none"> • expanding and factorising • surds • rationalising • laws of indices • dividing a polynomial • factor theorem • remainder theorem 	<h3>Sine and cosine rule</h3> <ul style="list-style-type: none"> • using both to find missing sides and angles • finding two solutions for missing angles • area of a triangle = $\frac{1}{2} ab \sin\theta$
<h3>Quadratic functions</h3> <ul style="list-style-type: none"> • graphs of quadratic functions • solving equations by factorising • completing the square • use of the formulae • sketching graphs of quadratic formulae 	<h3>Exponentials and logarithms</h3> <ul style="list-style-type: none"> • function $y=a^x$ • writing expressions as logs • calculating using logs to base 10 • laws of logs • solving equations of the form $a^x=b$ • changing base of logs
<h3>Equations and inequalities</h3> <ul style="list-style-type: none"> • simultaneous equations by elimination • simultaneous equations by substitution • linear and quadratic simultaneous equations • linear equalities • quadratic inequalities 	<h3>Binomial Expansion</h3> <ul style="list-style-type: none"> • Pascal's triangle • Combinations and factorial rule • using $\binom{n}{r}$ in the binomial; expansion • expanding $(a+bx)^n$
<h3>Sketching curves</h3> <ul style="list-style-type: none"> • cubic functions • reciprocal graphs and functions • intersection points of graphs to solve equations • transformations $f(x+a)$, $f(x-a)$, $f(ax)$, $af(x)$ 	<h3>Radian measure and graphs of trig functions</h3> <ul style="list-style-type: none"> • radians to measure angles • length of an arc • area of a sector • area of a segment • graphs of sine, cos and tan • values of functions in four quadrants • surd values for functions • transformations of sin, tan and cos curves

Coordinate geometry

- straight line in form $ax+by+c=0$
- gradient of a straight line
- $y-y_1=m(x-x_1)$
- equation of a straight line
- parallel and perpendicular
- midpoint of a line
- distance between two points on a line
- equation of a circle

Differentiation

- increasing and decreasing functions
- stationary points, max, min and inflexion
- using turning points to solve problems
- derivative of $f(x)$ as the gradient of the tangent to the graph $f(x)=y$
- formula for gradient of ax^n
- expanding or simplifying functions to make them easier to differentiate
- second order derivatives
- rate of change at a particular point
- equation of tangent and or normal at a point

Sequences and series

- nth term
- recurrence
- arithmetic sequences
- arithmetic series
- sum to n of an arithmetic series
- using Σ notation
- geometric sequences
- geometric series
- sum of a geometric series
- sum to infinity of geometric series

Trig Identities

- simple trig identities
- solving simple trig equations
- solving equations in the form $\sin(n\theta+a)$, $\cos(n\theta+a)$ and $\tan(n\theta+a) = k$
- solving quadratic trig equations

Integration

- simple definite integration
- area under a curve
- area under a curve negative values
- area between a line and a curve
- the trapezium rule
- integrating x^n
- integrating simple expressions
- using the integral sign
- simplifying expressions before integrating
- finding the constant of integration

<h3>Parametric equations</h3> <ul style="list-style-type: none"> • Using parametric equations • Conversion to Cartesian • Finding the area under a curve given by parametric equations 	<h3>Functions</h3> <ul style="list-style-type: none"> • mapping diagrams • range, mapping diagrams and graphs • composite functions • Inverse functions
<h3>The binomial expansion</h3> <ul style="list-style-type: none"> • Expanding $(a+bx)^n$ • Use of partial fractions 	<h3>Exponential and log functions</h3> <ul style="list-style-type: none"> • $y=a^x$ • $y=e^x$ • Using e^x and the inverse of the exponential function $\log_e x$
<h3>Differentiation</h3> <ul style="list-style-type: none"> • Parametric differentiation • Implicit relations • a^x • Rates of change • Simple differential equations 	<h3>Numerical methods</h3> <ul style="list-style-type: none"> • finding approximate roots of $f(x) = 0$ graphically • Iterative and algebraic methods to find approximate roots of $f(x)=0$
<h3>Vectors</h3> <ul style="list-style-type: none"> • Diagrams • Unit vectors • 2D & 3D • Scalar product • Vector equation of a straight line • Angle between two lines 	<h3>Transforming graphs of functions</h3> <ul style="list-style-type: none"> • Modulus function $f(x)$ and $f(x)$ • Solving equations involving a modulus • Applying combinations of transformations to curves
<h3>Integration</h3> <ul style="list-style-type: none"> • Standard functions • Reverse chain rule • Trgi identities • Partial fractions • Substitution • By parts • Numerical • Areas and volumes • Differential equations 	<h3>Trigonometry</h3> <ul style="list-style-type: none"> • functions of secant, cosecant and cotangent • graphs of secant, cosecant and cotangent • Simplifying expressions, proving identities and solving equations using sec, cosec and cot • using inverse trig functions and their graphs

Partial fractions	Algebraic fractions
Further trig identities <ul style="list-style-type: none">• Addition trig formulae• double angle formulae• solving equations and proving identities using double angle• using a $a\cos\theta + b\sin\theta$• factor formula	Differentiation <ul style="list-style-type: none">• chain rule• product rule• quotient rule• exponential function• logarithmic function• differentiating $\sin x$, $\cos x$, $\tan x$• further trig functions

Functions challenge

The function $f(x) = 2x + 4$ can be written using a function machine like this:



You can reverse this by undoing the operations like this. This is called finding the inverse.



We say the inverse function is $f^{-1}(x) = \frac{x-4}{2}$

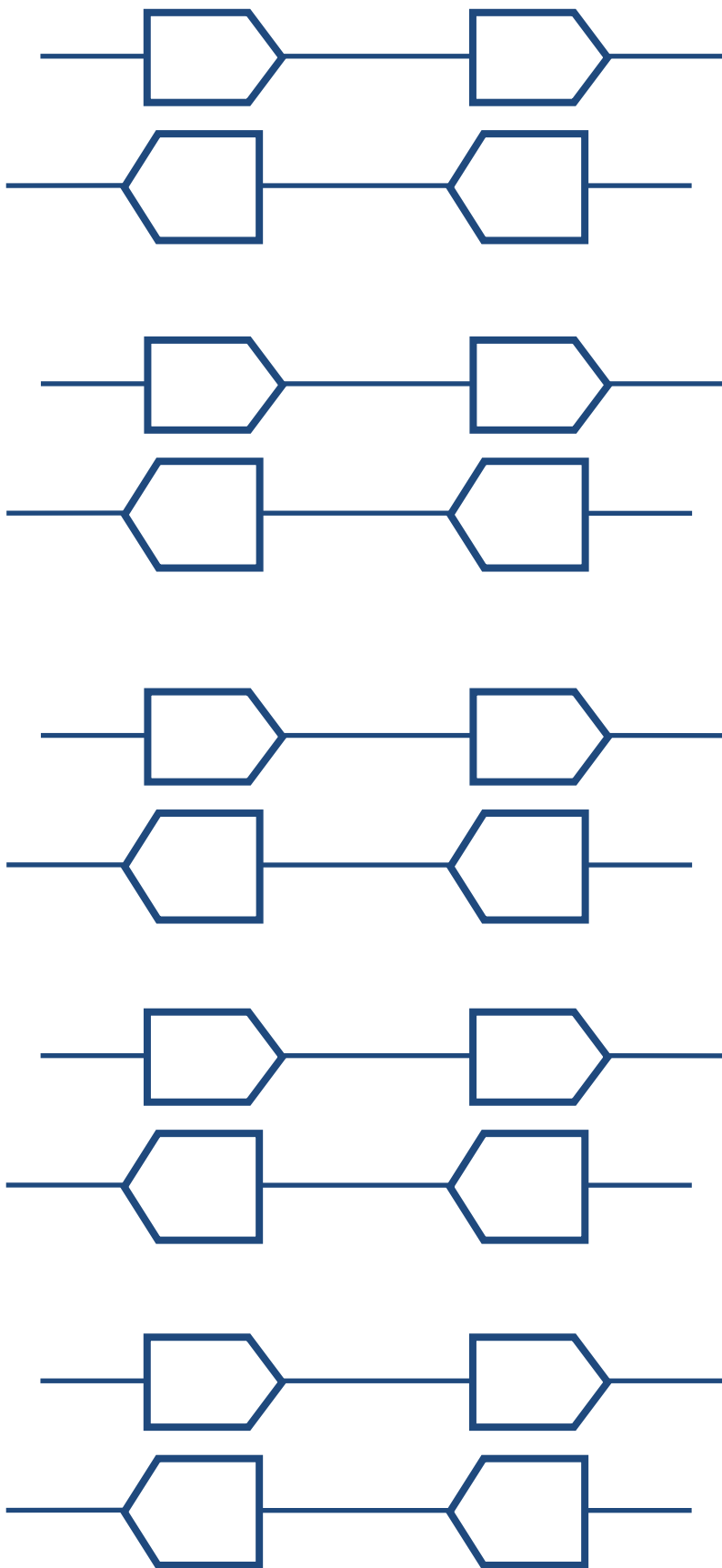
Can you find the inverses of these functions? Use the function machines if you want.

1. $f(x) = 3x+5$
2. $f(x) = 4x+7$
3. $f(x) = \frac{x}{2} + 1$
4. $f(x) = \frac{x+2}{3}$
5. $f(x) = \frac{2}{3}x + 3$
6. $f(x) = 3 - 2x$
7. $f(x) = x^2$
8. $f(x) = \sin x$

Draw a graph of a function and its inverse – on the same pair of axes – what do you notice?

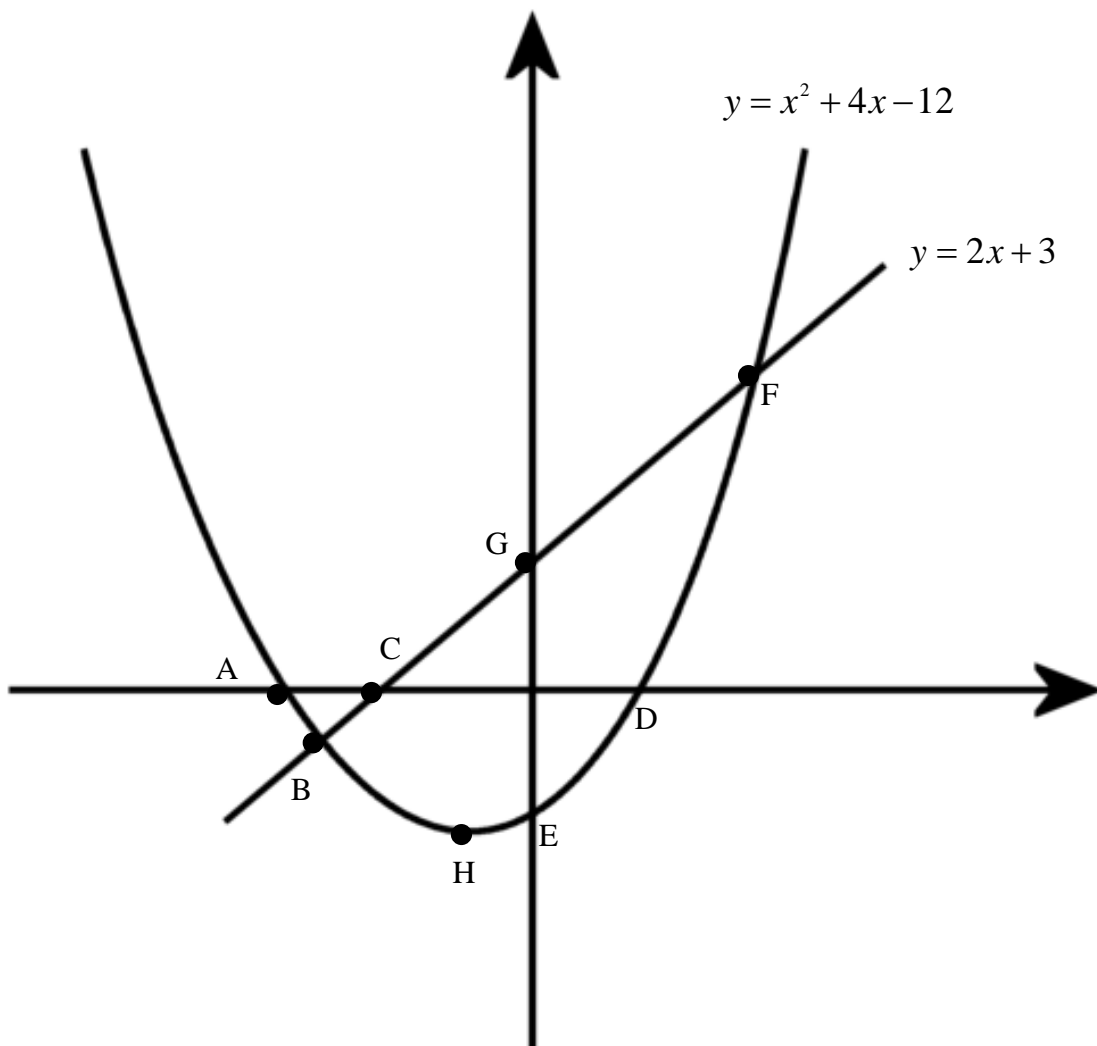
What is different about numbers 7 and 8 – why do you think this happens?

Function machines



Quadratic Challenge I

Can you work out the coordinates of all the points named with letters below?

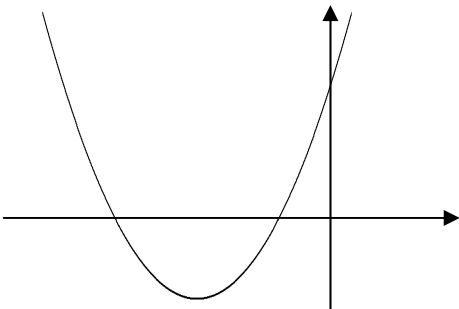
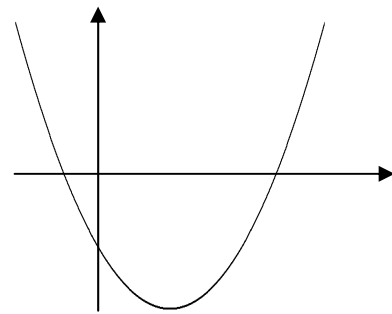
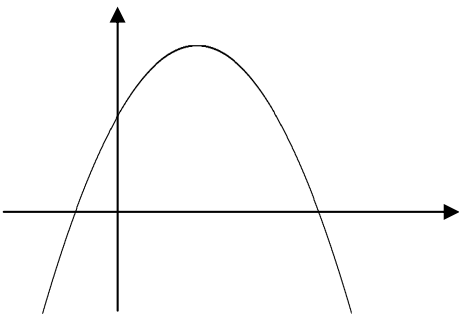
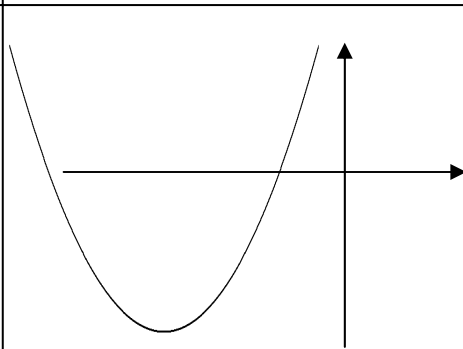
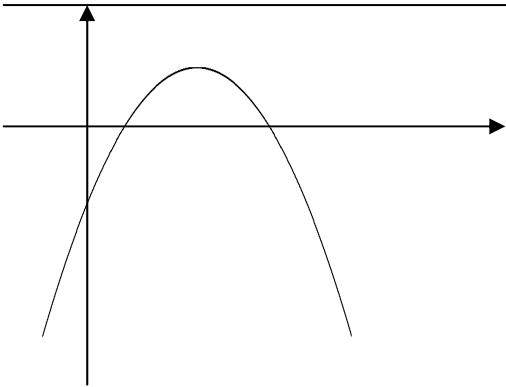
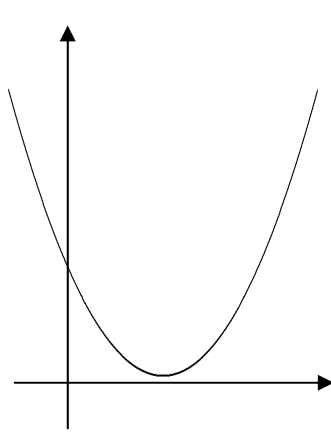
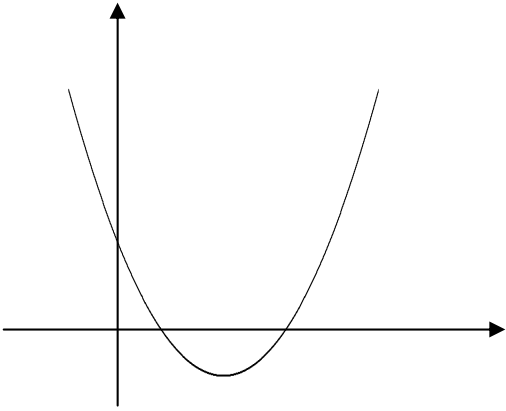


Quadratic Challenge II

Cut out all the cards. Can you match all the cards?

$y = x^2 + 6x - 16$	$y = x^2 - 8x + 16$
$y = 8 - x^2 + 2x$	$y = 6x - x^2 - 8$
$y = x^2 - 10x + 16$	$y = x^2 + 6x + 8$
$y = x^2 - 6x - 16$	$y = (x - 8)(x + 2)$
$y = (x + 4)(x + 2)$	$y = (x + 2)(4 - x)$
$y = (x - 4)(2 - x)$	$y = (x - 8)(x - 2)$
$y = (x - 4)(x - 4)$	$y = (x + 8)(x - 2)$
$y = (x + 3)^2 - 25$	$y = (x - 4)^2$
$y = (x - 5)^2 - 9$	$y = -(x - 3)^2 + 1$
$y = -(x - 1)^2 + 9$	$y = (x + 3)^2 - 1$

$y = (x - 3)^2 - 25$	Minimum at (3, -25)
Minimum at (-3, -1)	Maximum at (1, 9)
Maximum at (3, 1)	Minimum at (5, -9)
Minimum at (4, 0)	Minimum at (-3, -25)
$x = 0, y = -16$	$x = 0, y = 16$
$x = 0, y = 16$	$x = 0, y = -8$
$x = 0, y = 8$	$x = 0, y = 8$
$x = 0, y = -16$	$y = 0, x = 8$ or -2
$y = 0, x = -4$ or -2	$y = 0, x = -2$ or 4
$y = 0, x = 4$ or 2	$y = 0, x = 8$ or 2
$y = 0, x = 4$	$y = 0, x = -8$ or 2



Simultaneous Equations Challenge

You can now solve pairs of simultaneous equations. What happens if there are more than two? Like these:

$$3x+4y+z=3$$

$$x+y+z=2$$

$$2x+y-z=2$$

The solution to this problem is on worksheet A but it is in the wrong order. Can you sort it out so that it is in the right order? Then try worksheet B which uses a different method.

Which method seems to work best for you?

Now try these – can you solve them? Use one of the two methods that you explored on sheets A and B.

$$x-y+zx=10$$

$$3x+y+2z=34$$

$$-5x+2y-z=-14$$

$$x+y+2z=11$$

$$2x-3y-z=-9$$

$$2x-y+3z=7$$

Type the equations above into a graph plotting programme like Autograph or Omnigraph.

- What can you see?
- Is it what you expected?
- Why is there only one solution to the set of equations?
- Can you think of a situation where there might be a different number of solutions?
- Can you describe a situation when there are no solutions – what would it look like?

Worksheet A

$$3x+4y+z=3 \text{ – equation 1}$$

$$x+y+z=2 \text{ – equation 2}$$

$$2x+y-z=2 \text{ – equation 3}$$

Solve to get

$$x=2 \text{ and } y=-1$$

Take away equation 2
from equation 1

$$\begin{array}{r} 2x+y-z=2 \\ + \quad x+y+z=2 \\ \hline \rightarrow 3x+2y=4 \end{array}$$

You now have a pair of simultaneous equations and you know how to solve these.

$$2x+3y=1 \quad \& \quad 3x+2y=4$$

Add equation 3 to
equation 2

Solution is $x=2$, $y=-1$ and $z=1$

$$3x+4y+z=3$$

$$6 + -4 + z = 3$$

$$z = 1$$

Pick any of the three
equations – for example
equation 1 : $3x+4y+z=3$

Substitute in the values
of x and y

$$3x+4y+z=3$$

$$- \quad x+y+z=2$$

$$\rightarrow 2x+3y=1$$

Worksheet B

$$3x+4y+z=3 \text{ – equation 1}$$

$$x+y+z=2 \text{ – equation 2}$$

$$2x+y-z=2 \text{ – equation 3}$$

Now substitute into equation 2

$$x+y+z=2 \text{ – equation 2}$$

$$x+y+(3 - 3x - 4y)=2$$

$$-2x-3y+3=2$$

$$-2x-3y=-1$$

We know

$$z = 3 - 3x - 4y$$

*Put in values of $x=2$ and $y=-1$
and get $z=1$*

$$3x+4y+z=3 \text{ – equation 1}$$

$$z = 3 - 3x - 4y$$

Solution is $x=2$, $y=-1$ and $z=1$

Solve the two new equations you have made

$$-2x-3y=-1 \text{ \& } x+y=1 \text{ to get}$$

$$x=2 \text{ and } y= -1$$

Now substitute into equation $2x+y-z=2$

– equation 3

$$2x+y - (3 - 3x - 4y)=2$$

$$5x+5y-3=2$$

$$5x+5y=5$$

$$x+y=1$$

*Take equation 1 and rearrange
it to make z the subject of the
formula*